

## **WinRisk Instructions**

### **Description:**

WinRisk is a Risk game for 1 to 3 players.

The computer will play the other pieces.

The computer can also play all three sides, but you wont get your computer back for a while!

### **Instructions:**

If you know how to play the board game, this is pretty straightforward.

If you don't know how to play the board game..um..go borrow it.

### **Differences from the board game:**

The map is slightly different

You always roll the maximum allowed number of dice

Card sets are turned in at the beginning of the next turn (you can't hold onto them)

### **Optional rules:**

Card sets give (4,6,8,10,12,14,16...) armies instead of (4,6,8,10,12,15,20,25...)

Maximum of 12 armies per territory

These options are turned on and off in the Options menu.

### **Mouse:**

When its your turn to place or move armies, you can place/move one army with the left button, five armies with the right button, and ten armies with the middle button.

### **Keyboard:**

For those of you with less than three buttons on your mouse, the left, up and right arrows can be substituted for the left, middle, and right mouse buttons.

Systems with no mouse are not supported.

**Requires 286 or higher, 640X480 or higher resolution and a mouse.**

[Revision History](#)

## **WinRisk Revision History**

### **Version 2.11, December 1992**

Added AI for moving variable number of armies

### **Version 2.10, November 1992**

Added ability to place 5 and 10 armies at a time

Added ability to move variable number of armies

Rearranged modules and declared functions static near

Moved strings to resources

### **Version 2.01, November 1992**

Significant speed improvements in AI routines

Some improvements in redrawing speed

New icon

### **Version 2.00, November 1992**

Code rearranged to allow for play-by-modem version

Eliminated the use of static regions which were using 50% of GDI resources

Fixed some bugs

### **Version 1.30, September 1992**

Added optional rules (lower armies for cards, max armies per terr)

Added help file

Rearranged menus

Tidied up the code a bit

### **Version 1.21, September 1992**

Fixed several bugs dealing with the cards

### **Version 1.20, September 1992**

Added Risk cards

### **Version 1.11, September 1992**

Added menus/removed buttons

Added End-Game option

Fixed bug which gave unreadable fonts on some displays

### **Version 1.10, August 1992**

Added computer AI

### **Version 1.00, August 1992**

First fully working version

Computer player runs on random